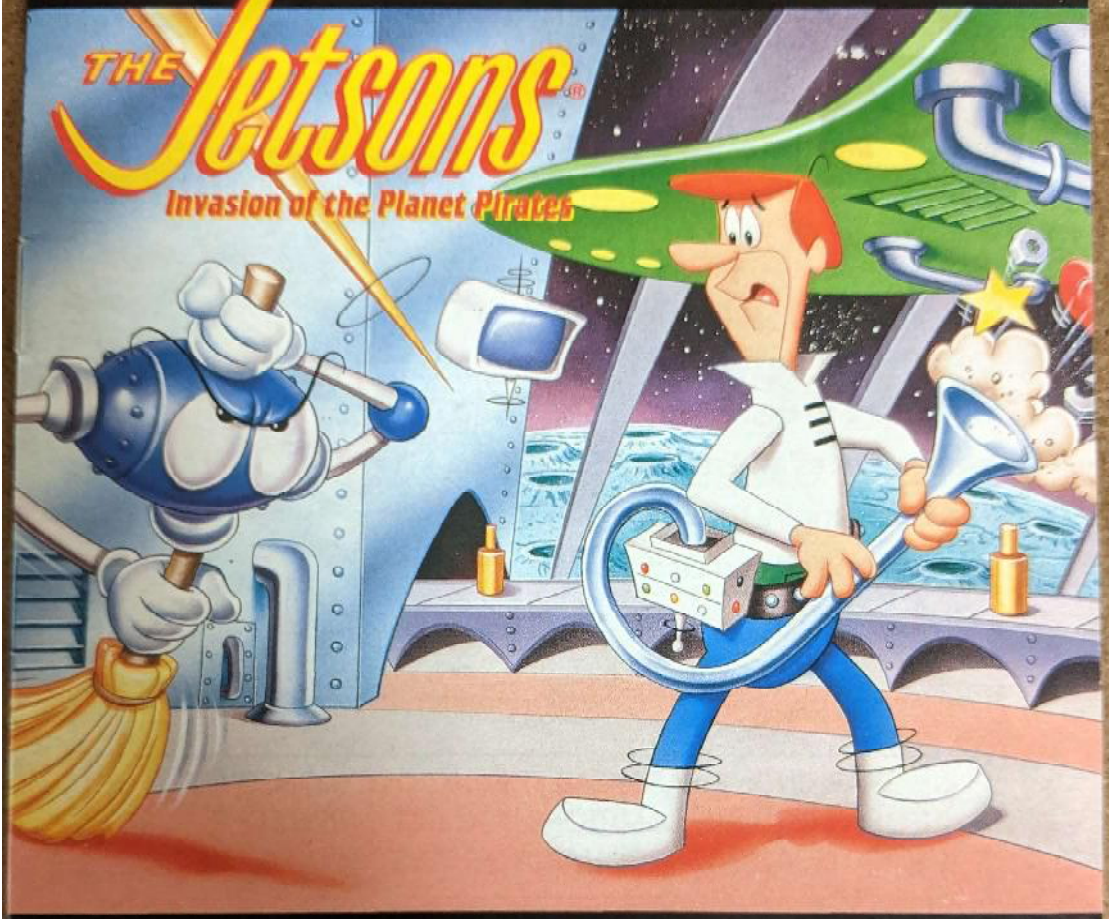
SNS-8J-USA

THE Jetsons

Invasion of the Planet Pirates



Hanna-Barbera

INSTRUCTION BOOKLET

TAITO®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

THE Jetsons®

Invasion of the Planet Pirates

Join George on his wacky adventure to defeat the planet pirates and return the 21st century to order. So stop stalling and start playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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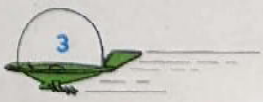


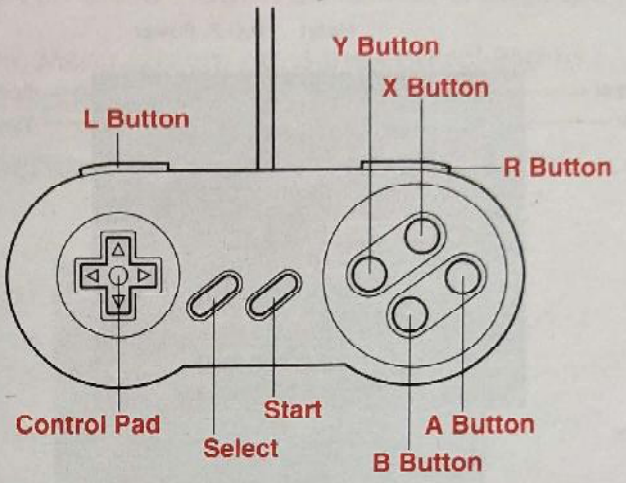
BLAST OFF

Launch yourself into this section to shoot into the action.

- From the Menu screen press the Control Pad to choose Start Game.

- Press the Start button to advance to the introduction.
- Press the Start button to skip through the introduction and begin the game.

CONTROL



Control Pad: Press to move George.

Select button: No function.

Start button: Press to pause during game play.

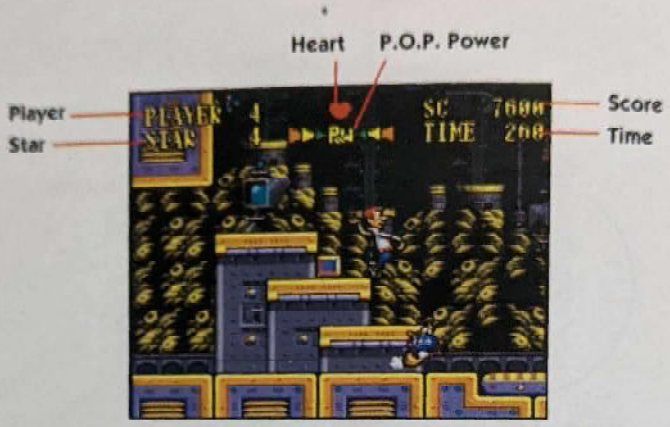
Y button: Press to activate P.O.P. /Pneumo-Osmatic-Precipitator (see P.O.P. section for more details)

B button: Press to Jump.

A, X buttons: Press to dash.

GAME SCREEN

Study this section. Stay tuned for more Jetsons action!



Player: Indicates the current number of lives. (Maximum lives 99.)

Star: Indicates the current number of stars collected. Collecting 100 stars will earn you an extra life!

Heart: Indicates your current strength level. (Maximum 5.)

P.O.P. Power: Indicates the current power level of your P.O.P.

Score: Indicates your current score. An extra life is given at 10,000, 20,000, 40,000, 60,000, and 80,000 points. You'll earn another life for every 40,000 additional points you score.

Time: Indicates time remaining. If time runs out you lose on life, so keep moving!

OPTIONS

Options let you tailor the game to your needs. The following section gives you the low down on how to change the game:

- From the Menu screen, press the Control Pad to choose Options.
- Press the Start button to advance to the Option screen.

- Press the Control Pad up/down to choose the Option you want to change.
- Press the Control Pad left/right to change the chosen option.
- Choose Exit and press Start to return to the Menu screen.

Level: Choose from Easy, Normal, or Hard.

Player: Choose from 3, 4, or 5 lives.

Time: Choose from 300 to 500.

OPTIONS CONT.

Play Control: Allows you to configure the Control Pad to your liking.

Music: Lets you check out the music in the game.

- Press the Control Pad left/right to select a song to hear.
- Press the A or Y button to hear a song.
- Press the B button to stop listening.

Effects: Lets you check out the sound effects used in the game.

- Follow the same procedures for Music to listen to effects.

Exit: Returns you to the Menu screen.

P.O.P.

Your P.O.P. (Pneumo-Osmatic-Precipitator) is your most important tool. You can use it to collect items, fight enemies, and climb! Talk about modern conveniences!

Attacking with your P.O.P.

You have two methods of attacking; Crashing and Zapping.

Crashing

- Press the Y button to vacuum up an adversary.
- After seizing the adversary, press the Y button again to reverse the vacuum and send 'em flying. The adversary will bounce into a wall and be defeated.

Zapping

- Press the Y button to "load" a box (or an adversary) into your P.O.P.
- Press the Control Pad to aim the P.O.P. at an adversary.
- Press the Y button to zap the P.O.P.

Note: A "loaded" P.O.P. can be aimed with the Control Pad.

Collecting Items

- Press the Y button to activate the P.O.P. and vacuum up those hard to reach items.

Climbing

This technique takes some practice, but it's well worth the effort.

- Press the B button to Jump.
- While in the air, press the Y button to activate the P.O.P.
- Press the Control Pad towards the closest wall or ceiling.
- With the proper timing you'll now be stuck to the wall.

- Press the Y button to release yourself or press the B button to Jump.

ITEMS

During the course of play you'll find all kinds of items. This section explains what they do for you:

Small Heart: Score 100 points and boost your strength!

Big Heart: Score 200 points and max out to a whopping five hearts!

Star: Worth 20 points. Collect 100 and get an extra life.

1UP: A hefty 500 points and an extra life!

Power Up: Adds to the power of your P.O.P.

Time Out: Adds 100 to your time.

ITEMS CONT.

Burger: Collect 200 points!

Hot Dog: A nice 80 point snack.

Drum Stick: Gnaw on this chicken for 50 points!

Cheese: 30 points of dairy product.

Tomato: 20 points of potential ketchup.

Banana: 20 points with a peel.

ITEMS
CONT.

Apple: 20 points!

Ice Cream: Grab those 100 points before they melt.

Yummy Fruit: Healthy and worth 300 points.

Small Diamond: 500 points.

Big Diamond: 2,000 sparkling points.

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SPACE FLIGHT LOG

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